

## CLAIM AMENDMENTS

### IN THE CLAIMS

This listing of the claims will replace all prior versions, and listing, of claims in the application or previous response to office action:

1-3. (Previously Cancelled)

4. **(Currently Amended)** A method for generating an object processing platform between an object computer and a processing computer, wherein the object computer is configured to generate a local object computer graphical user interface (GUI) displayed by the object computer, wherein the processing computer is configured to generate a local processing computer GUI displayed by the processing computer, and wherein an ad hoc screen assembly is performed by the object computer with the processing computer to couple a respective input and/or output device, the method comprising:

the object computer initiating a generation of an assembled display combining (a) an object computer portion displayed on at least a portion of a display belonging to the object computer and (b) a processing computer portion displayed on at least a portion of a display belonging to the processing computer, ~~wherein as a result of generating the assembled display, at least a portion of the local object computer GUI displayed by the object computer at the time of generating the assembled display is displayed on the display belonging to the processing computer~~ the assembled display having a display interface defined by a boundary of the object computer portion and a boundary of the processing computer portion, the interface of the assembled display allowing a displayed object to be dragged by a user across the display interface from the object computer portion to the processing computer portion, wherein the displayed object dragged across the display interface crosses the boundary of the object computer portion such that it is no longer displayed on the object computer portion and crosses the boundary of the processing computer portion such that it appears on the processing computer portion,

in response to a user ~~moving~~ dragging the displayed ~~an~~ object across the display interface of the assembled display from ~~the portion of the assembled display belonging to the object computer~~ portion to the processing computer portion, and further dragging the displayed object to an interaction area of the ~~portion of the assembled display belonging to the~~ processing computer portion, automatically causing the display belonging to the processing computer to switch from displaying the processing computer portion of the assembled display ~~at least a portion of the local object computer GUI~~ to displaying the local processing computer GUI and automatically generating an object processing platform, and

activating a local file processing function by means of a local coupling of the object to the interaction area.

5. (Previously Presented) The method according to claim 4, further comprising an application-specific processing of the object is started by a further coupling of the object to an application icon on the display belonging to the processing computer.

6. (Previously presented) The method according to claim 5, wherein the object-computer-specific data of the object is converted into application-specific data.

7. **(Currently Amended)** A system comprising:  
a processing computer configured to generate a local processing computer graphical user interface (GUI) displayed by the processing computer,  
object computer configured to generate a local object computer GUI displayed by the object computer, and further configured to initiate a process for generating an assembled display combining (a) an object computer portion displayed on at least a portion of a display belonging to the object computer and (b) a processing computer portion displayed on at least a portion of a display belonging to the processing computer, ~~wherein as a result of generating the assembled display, at least a portion of the local object computer GUI displayed by the object computer at the time of generating the assembled display is displayed on the display belonging to the processing computer~~ the assembled display having a display interface defined by a boundary of the object computer portion and a

boundary of the processing computer portion, the interface of the assembled display allowing a displayed object to be dragged by a user across the display interface from the object computer portion to the processing computer portion, wherein the displayed object dragged across the display interface crosses the boundary of the object computer portion such that it is no longer displayed on the object computer portion and crosses the boundary of the processing computer portion such that it appears on the processing computer portion.

a user input device for ~~moving~~ dragging the displayed ~~an~~ object across the display interface of the assembled display from ~~the portion of the assembled display belonging to the object computer~~ portion to the processing computer portion, and further dragging the displayed object to an interaction area of the ~~portion of the assembled display belonging to the~~ processing computer portion, wherein ~~moving the object to the interaction area of the portion of the assembled display belonging to the processing computer~~ which causes the display belonging to the processing computer to automatically switch from displaying the processing computer portion of the assembled display at least ~~a portion of the local object computer GUI~~ to displaying the local processing computer GUI and automatically generating an object processing platform.

8. (Previously Presented) The system according to claim 7, further comprising an application-specific processing of the object is started by a further coupling of the object to an application icon on the display belonging to the processing computer.

9. (Previously Presented) The system according to claim 8, wherein the object-computer-specific data of the object is converted into application-specific data.

10. (Currently Amended) A system comprising:

a combination of an object computer and a processing computer that define an assembled display combining (a) an object computer portion displayed on at least a portion of a display belonging to the object computer and (b) a processing computer portion displayed on at least a portion of a display belonging to the processing computer,

wherein the object computer is configured to generate a local object computer graphical user interface (GUI) displayed by the object computer,

wherein the processing computer is configured to generate a local processing computer GUI displayed by the processing computer,

~~wherein as a result of generating the assembled display, at least a portion of the local object computer GUI displayed by the object computer at the time of generating the assembled display is displayed on the display belonging to the processing computer,~~

wherein the combination defining the assembled display is initiated by the object computer, the assembled display having a display interface defined by a boundary of the object computer portion and a boundary of the processing computer portion, the interface of the assembled display allowing a displayed object to be dragged by a user across the display interface from the object computer portion to the processing computer portion, wherein the displayed object dragged across the display interface crosses the boundary of the object computer portion such that it is no longer displayed on the object computer portion and crosses the boundary of the processing computer portion such that it appears on the processing computer portion,

~~wherein the combination is operable to perform an ad hoc screen assembly to couple a respective input and/or output device,~~

wherein by moving dragging the displayed an object across the display interface of the assembled display from ~~the portion of the assembled display belonging to the object computer~~ portion to the processing computer portion, and further dragging the displayed object to an interaction area of the ~~portion of the assembled display belonging to the processing computer~~ portion, an object processing platform is generated and the display belonging to the processing computer automatically switches from displaying the processing computer portion of the assembled display at least a portion of the local object computer GUI to displaying the local processing computer GUI, and

wherein a local file processing function is activated by means of a local coupling of the object to the interaction area.

11. (Previously Presented) The system according to claim 10, further comprising an application-specific processing of the object is started by a further coupling of the object to an application icon on the display belonging to the processing computer.

12. (Previously Presented) The system according to claim 11, wherein the object-computer-specific data of the object is converted into application-specific data.

13-18. (Previously Cancelled)